Project Setup Steps

**Install Unreal Engine**

You can follow this tutorial for installation. <https://youtu.be/b0gBjgwpUb4>

1. Go to <https://www.unrealengine.com/> .
2. Sign up for an account.
3. Click Download and agree to the “Enterprise” EULA. The “Enterprise” EULA is targeted towards students and educators who will not be releasing content to consumers for a profit.
4. Download Unreal Studio and run the installer.
5. Sign into your account in the Epic Games Launcher that is installed
6. Click the tab for Unreal Engine and click install.

**Install NI Driver Software**

<https://knowledge.ni.com/KnowledgeArticleDetails?id=kA00Z000000P9tuSAC>

**Install Maya Software for Maze Creation**

1. Go to <https://autodesk.com> and create a new account.
2. Download Maya for Students.
3. Run the installer.